

Learning controls in Blended Learning environment

This is a first approach on learning controls in BL environments.

There will be a manual how to use learning controls from September onwards in the framework of "guidelines for authors". You are invited to discuss this approach in the blog. Let's build up this instrument together!

Learning controls in Blended Learning environment

A. Functions:

Feedback for learners

Feedback for teachers/tutors

Feedback for producers/authors/designers

Feedback for various partners for the "system"

Feedback for clients

Feedback for the public

B. Categories (types) of learning controls:

1. Right/wrong, "special" wrong

direct input, multiple choice, positioning, selection from list, fill out blanks

right solutions prepared in a database, speeded, sequential, collection, direct solution,

active/passive

2. short text

keywords to be proved, tutor feedback, peer feedback, self feedback: "best" answer is given for comparison

3. arrangements/diagrams, pictures

(needs special device)

4. dialog

Verbal check, examination online?, disputation

5. essay

correction with remarks (special tools?)

6. report

7. demonstration

e.g. with video documentation

8. presentation

9. special software type

e.g. solution in a CAD software or in a project management software

10. "teachback"

learners teach learners

11. practise